AMENDMENTS TO THE CLAIMS

1-25   (Canceled).

26.   (Currently Amended) A method for performing textured mapping of a target area that includes all or part of a graphics object and consists of a plurality of pixels, the method comprising the steps of:

identifying an aperiodic tile set;

selecting a placement of said aperiodic tile set on a textured image area, wherein the textured image area is a portion of a texture map;

based on said placement, generating textured tiles by mapping said aperiodic tile set onto said textured image area; and

covering said target area in an aperiodic tiling pattern with at least one textured tile selected from said textured tiles.

27.   (Previously Presented) The method of claim 26, further comprising the step of: receiving input that defines said textured image area.

28.   (Previously Presented) The method of claim 26, wherein said step of covering said target area in said aperiodic tiling pattern with said textured tiles includes the step of: placing said texture tiles in an overlapping configuration on said target area.

29-30. (Canceled).

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31. (Currently Amended) A computer-readable medium carrying one or more sequences of instructions for performing textured mapping of a target area that includes all or part of a graphics object and consists of a plurality of pixels, wherein execution of the one or more sequences of instructions by one or more processors causes the one or more processor to perform the steps of:

identifying an aperiodic tile set;

selecting a placement of said aperiodic tile set on a textured image area, wherein the textured image area is a portion of a texture map;

based on said placement, generating texture tiles by mapping said aperiodic tile set onto said textured image area; and

covering said target area in an aperiodic tiling pattern with at least one textured tile selected from said textured tiles.

32. (Previously Presented) The computer-readable medium of claim 31, wherein said execution causes said one or more processor to perform the step of: receiving input that defines said textured image area.

33. (Previously Presented) The computer-readable medium of claim 31, wherein said step of covering said target area in said aperiodic tiling pattern includes the step of: placing said texture tiles in an overlapping configuration on said target area.

34-35. (Canceled).

36.   (Previously Presented) The method of claim 26, wherein said step of selecting said placement of said aperiodic tile set includes the step of: placing at least two aperiodic tiles from said aperiodic tile set in an overlapping configuration on said textured image area.

37.   (Previously Presented) The method of claim 26, further comprising the step of: combining colors of a first texel from a first texture tile and a second texel from a second texture tile, wherein said first texel and said second texel map to a single pixel within said target area.

38.   (Previously Presented) The computer-readable medium of claim 31, wherein said step of selecting said placement of said aperiodic tile set includes the step of: placing at least two aperiodic tiles from said aperiodic tile set in an overlapping configuration on said textured image area.

39.   (Previously Presented) The computer-readable medium of claim 31, further comprising the step of: combining colors of a first texel from a first texture tile and a second texel from a second texture tile, wherein said first texel and said second texel map to a single pixel within said target area.